

### **Amendments to the Claims:**

This listing replaces all prior listings of the claims in this case.

### **Listing of Claims**

1. (Currently amended) A method of portably handling entertainment media comprising:  
  
storing the entertainment media in a memory of a portable digital storage module; and  
  
~~either before the storing the entertainment media step begins or~~ after the storing the entertainment media step is completed, programming ~~storing~~ access instructions in a programmable controller without modifying the entertainment media previously stored in the memory, the programmed access instructions ~~the memory~~ defining a prescribed authorized usage of the stored entertainment media.  
  
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2. (Previously presented) The method of claim 1, wherein the storing the entertainment media step further comprises transferring a copy of the entertainment media from a purchase center into the memory of the portable digital storage module.
3. (Previously presented) The method of claim 2, wherein the storing the entertainment media step further comprises downloading the entertainment media from a remotely located database.

4. (Currently amended) The method of claim 1 wherein the storing step further comprises storing ~~and further comprising repeating the storing the entertainment media step to store~~ two or more entertainment media into the memory of the portable digital storage module.

5. (Previously presented) The method of claim 37 wherein the retrieving step is characterized by the digital format player device including at least one of a notebook computer, a personal movie player, and a seatback-mounted movie viewer.

6. (Canceled)

7. (Canceled)

8. (Currently amended) The method of claim 1 wherein the storing step is performed in a broadband frequency format.

9. (Currently amended) A portable digital storage module comprising:  
an enclosure that is removably connectable to a digital format player device in a data transfer relationship;  
a memory in the enclosure configured for storing and retrieving sequential entertainment media data; and  
a programmable controller in the enclosure configured for being programmed with access ~~executing~~ instructions ~~stored in the memory to store entertainment media in the memory, to store access instructions separately from the~~ without modifying previously stored entertainment media in the memory ~~such that the access instructions are not embedded in the entertainment media~~, the access instructions defining prescribed authorized usage conditions for playback of the stored entertainment media via the digital format player, and configured for enforcing to enforce the programmed access instructions in response to the digital storage module receiving a request to playback the stored entertainment media.

10. (Previously presented) The module of claim 9 comprising a communication interface subject to the programmable controller in transferring data from the memory to the digital format player device.

11. (Previously presented) The module of claim 9 wherein the memory is characterized as an atomic resolution storage device comprising:

- a field emitter fabricated by semiconductor microfabrication techniques capable of generating an electron beam current; and
- a storage medium in proximity to the field emitter and having a storage area in one of a plurality of states to represent the information stored in the storage area.

12. (Original) The module of claim 11, wherein an effect is generated when the electron beam current bombards the storage area, wherein the magnitude of the effect depends upon the state of the storage area, and wherein the information stored in a storage area is read by measuring the magnitude of the effect.

13. (Previously presented) The module of claim 11, and further comprising:

- a plurality of storage areas on the storage medium, each storage area in one of a plurality of states to represent information stored in the storage area; and
- a microfabricated mover in the storage device to position different storage areas to be bombarded by the electron beam current.

14. (Previously presented) The module of claim 13, and further comprising:

a plurality of field emitters, each emitter fabricated by semiconductor

microfabrication techniques capable of generating an electron beam current, the

plurality of field emitters being spaced apart, with each emitter being responsible

for a number of storage areas on the storage medium; and

such that a plurality of the field emitters work in parallel to increase the data rate of

the storage device.

15. (Previously presented) The module of claim 9 wherein the memory is configured

for subsequently storing data where different data was previously stored.

16. (Canceled)

17. (Canceled)

18. (Canceled)

19. (Currently amended) The method of claim 1 wherein the programming storing

access instructions step is characterized by granting permission to playback the stored

entertainment media a finite number of times.

20. (Currently amended) The method of claim 1 wherein the programming storing access instructions step is characterized by granting permission to playback the stored entertainment media within a finite period of time.

21. (Canceled)

22. (Canceled)

23. (Canceled)

24. (Previously presented) The method of claim 1 wherein the storing the entertainment media step is characterized by the entertainment media comprising audio data.

25. (Previously presented) The method of claim 24 wherein the storing the entertainment media step is characterized by the entertainment media comprising video data.

26. (Currently amended) The method of claim 1 wherein the programming storing ~~the~~ access instructions step is characterized by a predetermined association between a user-selected purchase price for the stored entertainment media and the corresponding prescribed authorized usage.

27. (Canceled)

28. (Canceled)

29. (Canceled)

30. (Canceled)

31. (Canceled)

32. (Currently amended) The method of claim 1 wherein the programming ~~storing~~ access instructions step is characterized by automatically deleting the stored entertainment media from the memory according to the prescribed authorized usage.

33. (Canceled)

34. (Canceled)

35. (Canceled)

36. (Canceled)

37. (Currently amended) The method of claim 1 further comprising retrieving the stored entertainment media from the memory of the portable digital storage module with a digital format player device in accordance with permission granted by the programmed access instructions.

38. (Currently amended) The method of claim 26 characterized by the user-selected purchase price being determined by a user's input to a point of purchase system, wherein the stored entertainment media resides in the memory of the digital storage module prior to the user's input.

39. (New) The method of claim 1, further comprising after a request for a usage of the stored entertainment media, reprogramming the access instructions in the programmable controller without modifying the entertainment media previously stored in the memory, thereby changing the prescribed authorized usage of the stored entertainment media in relation to the request for a usage of the stored entertainment media